

## CLAIMS

The invention is hereby claimed as follows:

- 5           1.     A gaming device having a bonus game comprising:  
a path including a plurality of locations;  
a bonus value associated with at least one of the locations;  
at least one player symbol;  
at least one terminating symbol;  
10           a display device which displays the path and the symbols to the player;  
and  
a processor, electronically connected to the display device, which: (a)  
causes the player symbol to visit at least one of the locations on the path; (b)  
causes the terminating symbol to visit at least one of the locations on the path;  
15           and (c) provides the player with any bonus value associated with the location  
visited by the player symbol.
2.     The gaming device of Claim 1, wherein the path is cyclical.
- 20           3.     The gaming device of Claim 1, wherein the bonus game  
terminates with the player symbol visits a location on the path which is  
identical to the location of the terminating symbol.

4. The gaming device of Claim 1, wherein the bonus game terminates when the terminating symbol visits a location on the path which is identical to the location of the player symbol.

5 5. The gaming device of Claim 1, wherein the bonus game terminates when the player symbol passes the terminating symbol on the path.

6. The gaming device of Claim 1, wherein the bonus game terminates when the terminating symbol passes the player symbol on the path.

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7. The gaming device of Claim 1, wherein the processor causes the player symbol and terminating symbol to each sequentially visit a plurality of locations on the path.

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8. The gaming device of Claim 7, which includes a move indicator displayed by the display device.

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9. The gaming device of Claim 8, which includes a player input electronically connected to the processor and the move indicator displays a number of moves after the player activates the player input.

10. The gaming device of Claim 7, wherein the path includes a lap, and the display device included a lap indicator.

11. The gaming device of Claim 10, wherein the player is awarded a lap bonus value each time the player symbol completes a lap of the path.

5 12. The gaming device of Claim 7, which includes a bonus indicator displayed by the display device.

13. The gaming device of Claim 1, which includes a play activator which communicates with the processor.

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14. The gaming device of Claim 1, wherein the bonus game terminates when the player symbol catches the terminating symbol.

15 15. The gaming device of Claim 1, wherein the path includes a lap, and the bonus game terminates when the player symbol completes a predetermined number of laps along the path.

16. The gaming device of Claim 15, which includes a lap bonus value.

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17. The gaming device of Claim 16, wherein the player is awarded a lap bonus value for each lap completed by the player symbol.

18. The gaming device of Claim 17, which includes a move indicator  
displayed by the display device.

19. The gaming device of Claim 18, which includes a lap indicator  
5 displayed by the display device.

20. The gaming device of Claim 19, which includes a bonus indicator  
displayed by the display device.

10 21. The gaming device of Claim 20, wherein the player symbol has a  
starting location on the path.

22. The gaming device of Claim 21, wherein a sound is associated  
with a visit to at least one location.

23. A gaming device having a bonus game comprising:

a path including a plurality of locations;

an outcome associated with each of the locations;

at least one player symbol;

5 at least one terminating symbol;

a display device which displays the path and the symbols to a player;

and

a processor, electronically connected to the display device, which: (a)

causes the player symbol to visit at least one of the locations on the path; (b)

10 causes the terminating symbol to visit at least one location on the path; and (c)

provides the player with any outcome associated with the location visited by the player symbol.

24. The gaming device of Claim 23, wherein a plurality of said

15 outcomes are credits to a bonus award provided to the player.

25. The gaming device of Claim 24, wherein at least one outcome is a deduction from a bonus award provided to the player.

26. A method for providing a bonus opportunity in a gaming device, said method comprising the steps of:

- (a) triggering a bonus round;
- 5 (b) displaying a path including a plurality of locations;
- (c) causing at least one player symbol to visit one of said plurality of locations;
- (d) causing at least one terminating symbol to visit one of said plurality of locations;
- 10 (e) awarding a player any bonus value associated with a location visited by a player symbol; and
- (f) repeating steps (c) through (e) until the player symbol catches the terminating symbol or the terminating symbol catches the player symbol.

15 27. The method of Claim 26, wherein the path is cyclical.

28. The method of Claim 27, which includes awarding the player with a lap bonus value for each lap which the player symbol completes before the terminating symbol catches the player symbol.

20 29. The method of Claim 27, which includes displaying a lap indicator.

30. The method of Claim 26, which includes displaying a bonus indicator.

31. The method of Claim 26, which includes terminating the bonus  
5 game when the player symbol visits the same location as the terminating symbol.

32. The method of Claim 26, which includes terminating the bonus  
10 round when the player symbol completes a predetermined number of laps along the path.

33. The method of Claim 26, which includes awarding a bonus value  
for each instance the player symbol passes a predetermined number of  
locations without being caught.

34. The method of Claim 26, which includes displaying a move  
indicator.

35. The method of Claim 33, which includes displaying a bonus  
20 indicator.

36. The method of Claim 26, which includes making a sound after each visit which does not result in the terminating symbol catching the player symbol.

5 37. A method for providing a bonus opportunity in a gaming device, said method comprising the steps of:

- (a) triggering a bonus round;
- (b) displaying a plurality of locations;
- (c) associating a terminating symbol with at least one of the
- 10 locations;
- (d) providing at least one potential award;
- (e) moving said terminating symbol at least once during the bonus round; and
- (f) terminating the bonus round following a predetermined event.

15 38. The method of Claim 37, which includes selecting a location and providing a player with an outcome associated with the location after the step of selecting a location.

20 39. The method of Claim 38, which includes repeating the steps of selecting a location and providing a player with an outcome, until a location associated with a terminating symbol is selected.



40. The method of Claim 39, which includes moving said terminating symbol a plurality of times during the bonus round.

41. A method for providing a bonus opportunity in a gaming device,  
5 said method comprising the steps of:

- (a) triggering a bonus round;
- (b) displaying a plurality of symbols, including at least one terminating symbol;
- 10 (c) moving the terminating symbol at least once during the bonus round;
- (d) providing at least one potential award; and
- (e) terminating the bonus round following a predetermined event.

42. The method of Claim 41, which includes selecting a symbol and  
15 providing a player with an outcome associated with the symbol after the step of selecting a symbol.

43. The method of Claim 42, which includes displaying a move indicator to the player displaying a number of moves the terminating symbol  
20 will move.

44. The method of Claim 42, wherein said outcome is a bonus value award.

45. The method of Claim 41, which includes moving said terminating symbol a plurality of times during the bonus round.

- 5            46. A gaming device having a bonus game comprising:
- a path including a plurality of locations;
- a first movable symbol displayed on one of the locations;
- a second movable symbol displayed on one of the locations;
- predetermined location changes associated with the first movable
- 10    symbol and the second movable symbol;
- a bonus value associated with at least one of the location changes;
- a termination event associated with the first movable symbol and the
- second movable symbol being positioned at an identical location;
- a processor; and
- 15            a display device, electronically connected to the processor, which
- displays the path, the first movable symbol, and the second movable symbol to
- a player.

47. A gaming device having a bonus game comprising:

a memory device which stores data which represents a path, a plurality of locations included in the path, a first movable symbol and a second movable symbol; and

5 a processor, electronically connected to the memory device, which:

(a) initiates a bonus round;

(b) changes the location of the first movable symbol;

(c) changes the location of the second movable symbol;

10 (d) provides a player with a bonus value after the movable symbol is positioned at least one predetermined location; and

(e) terminates the bonus round after the first movable symbol and the second movable symbol are positioned at an identical location.

48. The gaming device of Claim 47, wherein the processor provides  
15 the player with a bonus value after the first movable symbol and the second movable symbol are each positioned at a predetermined location.

49. The gaming device of Claim 47, wherein the processor  
20 terminates the bonus round after one of the movable symbols passes the other movable symbol.